



## **E-LEAGUE 2019 COMPETITION RULES**

### **Table of Contents**

<b>1.</b>	<b>OVERVIEW</b>	<b>2</b>
<b>2.</b>	<b>ELIGIBILITY</b>	<b>2</b>
<b>3.</b>	<b>COMPETITION FORMAT</b>	<b>4</b>
<b>4.</b>	<b>MATCH RULES</b>	<b>7</b>
<b>5.</b>	<b>PRIZES</b>	<b>11</b>
<b>6.</b>	<b>DRESS CODE</b>	<b>12</b>
<b>7.</b>	<b>CONDUCT OF PARTICIPANTS</b>	<b>13</b>
<b>8.</b>	<b>COMMERCIAL</b>	<b>14</b>
<b>9.</b>	<b>TRAVEL</b>	<b>17</b>
<b>10.</b>	<b>INDEMNITY AND RELEASE</b>	<b>18</b>
	<b>SCHEDULE 1 – E-LEAGUE CODE OF CONDUCT</b>	<b>19</b>

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## 1. OVERVIEW

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- (a) These rules specify the competition rules and regulations that apply to the conduct of Football Federation Australia's (**FFA**) video game competition conducted using EA SPORTS™ (**EA**) FIFA 19 game for Xbox One and PlayStation 4 consoles known as the "E-League" (**Rules**).
- (b) The E-League is an EA SPORTS™ FIFA 19 Global Series Official League Partner Licensed Qualifying Competition. FFA is the competition administrator of the E-League.
- (c) These Rules aim to promote appropriate conduct and professional standards of the E-League and to align with the EA SPORTS™ FIFA 19 Global Series Official Rules.
- (d) These Rules apply to all competitors who compete in the E-League (**Competitors**) as well as the Hyundai A-League clubs (**Clubs**) which the Competitors represent and each Club's respective representatives and officials (**Club Officials**) (together, **Participants**). By entering a Competitor in the E-League, the Club and its Club Officials agree to be bound by these Rules.
- (e) FFA reserves the right to amend these Rules from time to time, including as a result of any direction from the licensor of the FIFA 19 game, EA.

## 2. ELIGIBILITY

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### 2.1 Competitor Eligibility and Registration

- (a) To be eligible to play in the E-League, all Competitors must register with FFA via the registration platform prescribed by FFA. By the act of registration, each Competitor agrees to be bound by these Rules.
- (b) Each Club must be represented in the E-League by two Competitors: one (1) in the Xbox One division and one (1) in the PlayStation 4 division (**Divisions**). A Competitor may only be registered for one Club.
- (c) Each Club must also have a nominated substitute Competitor that may replace one of the Club's Competitors to compete on either console in accordance with these Rules.
- (d) Each Club may select and engage up to two (2) of its three (3) Competitors (including the substitute) on terms to be determined at the Club's discretion (provided that in every case the Competitor agrees to be bound by these Rules and any other applicable regulations or policies published by FFA, EA or FIFA from time to time).
- (e) The Club's other Competitor(s) must be allocated to the Club via a draft process to be determined by FFA in consultation with Clubs but at FFA's absolute discretion. Clubs may then engage their drafted Competitors on terms to be determined at the Club's discretion (provided that in every case the Competitor agrees to be bound

by these Rules and any other applicable regulations or policies published by FFA, EA or FIFA from time to time).

- (f) Clubs are permitted to remunerate or provide other benefits to Competitors in respect of their participation in the E-League at their discretion. FFA may require Clubs to provide a copy of any agreement between a Competitor and a Club for the purpose of ensuring compliance with these Rules. For the avoidance of any doubt, Competitors are not deemed to be employees of FFA.
- (g) The registration of all Competitors is subject to FFA's approval, which may be granted or denied in its sole and absolute discretion.

## 2.2 Age requirement

Competitors must be 18 years of age or older as at the time of registration to be eligible to register and compete in the E-League. In exceptional circumstances, to be determined by FFA in its sole and absolute discretion, FFA may permit a Competitor who is turning 18 during the E-League competition to be registered. FFA may require a Competitor to produce proof of identity documents in its sole and absolute discretion.

## 2.3 Residency

- (a) Competitors must be a permanent resident in Australia or New Zealand.
- (b) Competitors must hold a valid passport and visa or be eligible for a visa to travel to Australia and the European Union.
- (c) Competitors may be required to provide proof of residency.
- (d) Competitors may be required to sign a Declaration of Eligibility to Travel.

## 2.4 Gamer ID

Competitors may be identified in the E-League by their unique Gamer ID (PSN ID or XBL Gamertag) or their personal name. Gamer ID's must be unique from other Competitor names and must not be inappropriate, as determined by FFA in its sole and absolute discretion.

## 2.5 Competitor Availability

- (a) Competitors must be available to compete for their Club and fulfil any obligations to their Club or FFA for the duration of the E-League competition, including the E-League Final Live Event.
- (b) In particular, Competitors must be available to travel at least weekly to Sydney, Australia and must have a valid passport, visa and/or travel identification in order to comply with their obligations under these Rules. Travel requirements are dealt with in further detail at clause 9 below.
- (c) Where a Competitor is removed from the E-League for any reason, FFA may permit a Club to replace that Competitor with another Competitor. Any such replacement Competitor must comply with these Rules.

## 2.6 Game ownership

Competitors must:

- (a) own or have access to the FIFA 19 game on Xbox One or PlayStation 4;
- (b) have a valid Gamertag or PSN ID;
- (c) have a FIFA Ultimate Team (**FUT**) account which must be accessible for use during the E-League;
- (d) have agreed to EA's Privacy and Cookie Policy and User Agreement;
- (e) have registered their valid EA Account for eligibility; and
- (f) be FUT registered before 31 October 2018 and FUT verified before the end of Round 9 of the E-League Premiership Rounds in order to be eligible to receive EA Global Series Points in the E-League Final Live Event.

## 2.7 Employees and conflicts of interest

Employees of FFA and the immediate family members or persons living in the same household of such employees are not eligible to participate in the E-League. For the avoidance of doubt, this clause does not prevent an employee of a Club from participating as a Competitor.

## 3. COMPETITION FORMAT

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### 3.1 Competition Format

- (a) The E-League is comprised of the ten (10) Clubs.
- (b) Each Club must be represented by two Competitors in the E-League – one in each Division.
- (c) Each club must also have a nominated substitute Competitor who is able to compete as a replacement in either Division during the Premiership Rounds. The Club may use its substitute Competitor at its discretion during the E-League Premiership Rounds (eg due to unavailability or for tactical reasons). For the E-League Final Live Event, the substitute may only be used by the Club where the nominated Competitor for that division is unavailable or where the substitute has played in at least three (3) E-League Premiership Rounds and the use of this substitute must be approved by FFA in its sole and absolute discretion.
- (d) The E-League competition format will be comprised of two stages:
  - (i) the E-League Premiership Rounds; and
  - (ii) the E-League Final Live Event.

### 3.2 E-League Premiership Rounds

- (a) The E-League Premiership Rounds will be conducted over a nine (9) round period coinciding with the final nine (9) rounds of the Hyundai A-League 2018/19 season. Each Club will play each other Club once in a two-legged tie format with two games being played in each Division (ie home and away format on each console).
- (b) The E-League Premiership Rounds will determine a winning Club (not an individual winning Competitor) based on the formula set out below.

- (c) The following points will be awarded for Clubs during the E-League Premiership Rounds:
- (i) Win = 3 points
  - (ii) Draw = 1 point
  - (iii) Loss = 0 points
  - (iv) No Result = 0 points

(d) FFA reserves the right to determine the result of any match, including a No Result.

(e) The scores (goals) from each Division will be aggregated to determine the result for each Club each round.

*Example: if Club A defeats Club B by a score of 4-0 in the Xbox One Division across the two home and away matches, but Club B defeats Club A by a score of 5-0 in the PlayStation 4 Division across the two home and away matches, then Club B will be the winner for that round (5-4 on aggregate) and receive 3 points. Club A will record a loss and receive 0 points.*

*If the aggregated scores are level (eg Club A defeats Club B 2-0 on Xbox One across the two home and away matches and Club B defeats Club A 2-0 on PlayStation 4 across the two home and away matches, with an aggregated score of 2-2) then a draw will be recorded and both Clubs will receive 1 point.*

(f) At the completion of the E-League Premiership Rounds, Clubs will be ranked in order from first (top) to last (bottom). The Club that finishes in first (1st) position at the conclusion of the E-League Premiership Rounds will be deemed the E-League Premiers.

(g) The position of each Club at the end of the E-League Premiership Rounds will be determined based on the following criteria:

- (i) highest number of points accumulated during the E-League Premiership Rounds;
- (ii) if two (2) or more Clubs are level on points accumulated, the following criteria will be applied, in order, until one (1) of the Clubs can be determined as the higher ranked:
  - (A) highest goal difference;
  - (B) highest number of goals scored;
  - (C) highest number of points accumulated in matches between the Clubs concerned;
  - (D) highest goal difference in matches between the Clubs concerned; and
  - (E) a playoff match (or matches) to be determined by FFA in its sole and absolute discretion.

- (h) Clubs will be permitted to determine at their discretion what, if any, amount of the Club's prize (if any) is remitted to their representative Competitors.
- (i) Where a Club's Competitor in one Division is unavailable for a match during the E-League Premiership Rounds, the nominated substitute Competitor for that Club will compete as their replacement in accordance with these Rules.
- (j) FFA may, at its sole and absolute discretion, amend the format of the E-League Premiership Rounds at any time.

### 3.3 E-League Final Live Event

- (a) The format and schedule of the E-League Final Live Event will be determined at FFA's sole and absolute discretion.
- (b) The E-League Final Live Event will take place in a single location over a one (1) day period.
- (c) The E-League Final Live Event will comprise a tournament in each Division. The playoffs in each Division will be based on the ranking of each Club from the E-League Premiership Rounds.
- (d) The tournament will provide a winner for each Division. Competitors will also earn EA FIFA 19 Global Series Points as set out below which will contribute towards qualifying for EA's Global Series Playoffs.
- (e) The winners of each Division will then play off on a two-legged home and away contest on each console to determine the individual Competitor who will be deemed the individual Champion of the E-League.
- (f) Where a Club's Competitor in one Division is unavailable for the E-League Final Live Event, the nominated substitute Competitor for that Club may compete as their replacement in accordance with these Rules.

### 3.4 Account use and squad creation

- (a) Subject to clause 3.4(b), Competitors must use their FUT account to compete in the E-League and must build their FUT squad to consist of:
  - (i) 11 starting players;
  - (ii) 7 bench players; and
  - (iii) 5 reserve players.
- (b) During the E-League, FFA may at its sole and absolute discretion require Competitors to use accounts provided by EA for their sole use in the E-League. In that event, Competitors will receive limited log-in details for the accounts for use in the E-League only. Competitors must not disclose details of these accounts to the public. Any such accounts will remain the sole property of EA and must not be used for personal use by any person, including Competitors.

### 3.5 Player requirements

- (a) Competitors will be required to build a FUT squad of the Club which they represent (ie with the name, logo and kit of their Club). For the E-League Premiership Rounds,

the FUT squad must include at least three (3) current players from the Club which the Competitor is representing. At least three (3) current players from that Club must be on the field at all times (unless the Club player is sent off) during all matches in the E-League Premiership Rounds.

- (b) Competitors will also be required to build an open FUT squad of the Club which they represent (ie with the name, logo and kit of their Club) to be used in the E-League Final Live Event. The Competitor's FUT squad for the E-League Final Live Event does not require any minimum number of current Club players.

### 3.6 Forfeits

If a Competitor forfeits a match (as determined by FFA), the result will be recorded as a 3-0 loss, unless the forfeit takes place during the match and the current goal difference is greater than 3-0, in which case that goal difference will be recorded as the final score.

## 4. MATCH RULES

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### 4.1 Match rules

- (a) Competitors must commence their match as soon as the game settings are verified by an E-League referee (**Referee**) and all hardware is confirmed to be working.
- (b) No coaching of Competitors is permitted during gameplay.
- (c) FFA, or its authorised representative, will be responsible for setting up the consoles. No external devices may be plugged into the console other than controllers.
- (d) Competitors may provide their own controller so long as the controller does not:
  - (i) provide an unfair competitive advantage to the Competitor;
  - (ii) interfere with the operations of the game or tournament;
  - (iii) require any special configuration, cabling or adapters to function; and
  - (iv) is designed to work natively on the console the competitor competes on.
- (e) FFA may, in its sole and absolute discretion, disallow any controller and require the Competitor to use an approved controller.
- (f) Competitors are not permitted to listen to personal music devices/mp3 players during match play.
- (g) Competitors may request to use a headset to listen to game-audio while playing a match which may be permitted by FFA in its sole and absolute discretion.
- (h) FFA will provide all videogame consoles, controllers, headsets and monitors to be used in the E-League.
- (i) If a Competitor is not present at the designated start time for any match FFA may deem the match to be forfeited and award their opponent a 3-0 winning score. FFA will determine whether a match is a forfeit or whether it is to be postponed or a

no result recorded. FFA may take further action if a forfeit is awarded, including the removal of a Competitor from the E-League.

- (j) Any action designed to disrupt the opposing Competitor's view of the field or ability to select controlled players is prohibited.
- (k) Each Competitor will be given a reasonable amount of time (approximately 2-3 minutes) to configure controls, adjust line-ups and settings in accordance with these Rules. Custom line-ups are not permitted, nor are any other options that are not available in the in-game pause menu.
- (l) Wherever reasonably practicable and fair to do so, Referees will monitor the game situation so that it may be restored in the event of unintentional game interruptions.  
*Example: A Competitor disconnects at the 50<sup>th</sup> minute. The score of the game was 2-1. Referee instructs the game to resume in 1st half with the implied score to be 2-1 and the implied half to be the 2nd. The Competitors will play until halftime to determine the result.*
- (m) If a Competitor considers that there is an issue that is creating an unfair advantage for his or her opponent, they must pause the game, (or request their opponent pause the game) and bring the issue to the attention of the Referee. The Referee will take such action as they deem appropriate. Any such decision of the Referee is final and binding and not subject to review.
- (n) The Referee will record the score at the conclusion of each match.
- (o) The result of a match is to be determined by FFA in all cases and that result is final and binding. FFA may determine in its sole and absolute discretion whether a match is to be restarted, replayed or re-commenced under different conditions.

#### 4.2 Controller settings

The following controller settings are mandatory:

FIFA Trainer	Off
Defending	Tactical Defending

#### 4.3 Gameplay settings

The game mode to be used for all matches in the E-League is FIFA Ultimate Team Friendly Seasons. The below match rules apply to every match in the E-League. Some of these rules are defined by the game mode, FIFA Ultimate Team Friendly Seasons, and some are user definable. FFA may modify these settings at any time for any reason.

Difficulty Level:	World Class
Half Length:	6 minutes
Specific Controller Setting Exceptions:	Legacy Defense prohibited
Commentary Volume:	0



Music Volume:	0
Time/Score display:	On
Camera:	Tele Broadcast
Radar:	2D
HUD:	Indicator
Indicator:	Player name
Injuries:	On
Handball:	Off
Custom tactics:	Allowed
Custom formations:	Not permitted
Extra Time (Premiership Rounds):	No Extra Time
Extra Time (Final Live Event):	Extra time of two (2) minute halves will be played in the event of a draw after regulation time. Penalties will decide the winner if after extra time the scores are level.

#### 4.4 Pauses

- (a) Each Competitor may pause the game up to five (5) times. If a Competitor pauses the game, it must be to make a tactical change to their squad, which can include substitutions, formation changes, or tactic adjustments.
- (b) Competitors are only permitted to pause the game when the ball is not in play, meaning it has left the field of play or a foul has been committed and it is a dead ball situation.
- (c) If a game is paused or interrupted intentionally while the ball is in play by any Competitor, the Referee may immediately disqualify that Competitor from the match. The decision is to be made by the Referee in its discretion.
- (d) If a game interruption is caused by outside circumstances such as a machine error or loss of power, the game will be continued from a point determined by the Referee.
- (e) Notwithstanding the above, a Competitor may pause the game during a dead-ball situation to change strategy and/or formation in the event that a player of his team is sent off or injured.

#### 4.5 Training restrictions

Competitors will not be allowed to use any in-game “training items” on players.

#### 4.6 Consumable restrictions

- (a) Competitors will be limited in which consumables they can use for their squad. FFA may amend the restrictions on consumables from time to time in its discretion and will provide reasonable notice to Competitors of any such changes.
- (b) Competitors will be allowed to use the following consumable types:
  - (i) Contract Consumables
  - (ii) Position Change Consumables
  - (iii) Healing Consumables
  - (iv) Chemistry Style Consumables
  - (v) Manager League Consumables
  - (vi) Fitness Consumables
- (c) Competitors will not be allowed to use Training Consumables on players.
- (d) For the avoidance of any doubt, Competitors will be allowed to use in-game purchases for the purposes of selecting their Club kit and logo.

#### 4.7 Referees

- (a) FFA will appoint Referees to officiate each match in its sole and absolute discretion.
- (b) Referees will be on-site to monitor all game play. Referees will begin play, and will record scores for each game.
- (c) Referees will inform players when to begin play before kick-off and after half-time.
- (d) Referees will be clearly identified by a special ID tag or badge as indicated by FFA.
- (e) The decision of a Referee is final and binding unless FFA deems otherwise.

#### 4.8 Intentional Disconnects

If a Competitor intentionally disconnects from the game and is not able to reconnect to the game, then a loss will be given to that Competitor. The Referee will determine in its sole and absolute discretion whether a disconnect was intentional.

#### 4.9 Unintentional disconnects

If a Competitor unintentionally disconnects from the game and is not able to reconnect to the game, the Referee will determine if the match state can be restored to a similar point. If the match cannot be restored, then the Referee will decide how to restart the game.

*Example: A Competitor disconnects at the 50th minute. The score of the game was 2-1. The Referee instructs the game to resume in 1st half with the implied score to be 2-1 and the implied half to be the 2nd. The Competitors will play until halftime to determine the result.*

#### 4.10 Glitches

- (a) Any attempt to glitch the game in order to gain an advantage is prohibited.
- (b) In the event that a Referee determines that a glitch was caused by an unauthorised act, the Referee will make a decision to return the game to a fair state depending on the result of the play.

### 5. PRIZES

- (a) The prize for the Club that is deemed to be the winner of the E-League Premiership Rounds will be the award of the E-League Premiers trophy.
- (b) The prize for the Competitor that is deemed to be the winner of the E-League Final Live Event will be the award of the E-League Champion trophy.
- (c) Competitors will be awarded EA FIFA 19 Global Series Points in each Division in accordance with the following allocation determined by EA:
  - (i) First (1<sup>st</sup>) place = 200 Points;
  - (ii) Second (2<sup>nd</sup>) place = 110 Points;
  - (iii) Third and Fourth (3<sup>rd</sup> and 4<sup>th</sup>) place = 80 Points;
  - (iv) Fifth to Eighth (5<sup>th</sup> to 8<sup>th</sup>) place = 40 Points;
  - (v) Ninth to Sixteenth (9<sup>th</sup> to 16<sup>th</sup>) place = 20 Points; and
  - (vi) Seventeenth + (17<sup>th</sup> +) place = 10 Points.
- (d) FFA may, in its sole and absolute discretion, award any other prizes to the winners.
- (e) The following conditions apply in relation to any prizes:
  - (i) Prizes are not transferable and exchangeable.
  - (ii) Any non-cash prizes cannot be taken as cash.
  - (iii) Subject to clause 5(e)(iv), prizes may not be substituted by Participants for any other goods and services.
  - (iv) If any prize (or part of any prize) is unavailable, FFA, in its sole and absolute discretion, may substitute the prize (or that part of the prize) with another prize to the equal value and/or specification (as determined by FFA), subject to any written directions from a government or regulatory authority.
  - (v) All expenses not expressly provided for in these Rules, including, without limitation, all federal, state and local taxes, and international tariffs, are the sole responsibility of the individual prize winner.
  - (vi) Competitors may be required to complete and sign a Declaration of Eligibility and Release of Publicity and Liability in order to claim a prize.

- (vii) If a Competitor fails to sign and/or return the Declaration of Eligibility, refuses the prize, or is ineligible to accept the prize, the potential winner forfeits the prize.
- (viii) Receiving a prize is contingent upon compliance with these Rules.
- (ix) In the event that a Competitor is disqualified, or their prize is forfeited for any reason, FFA will award the applicable prize, time permitting given the nature of the prize, to the next eligible runner-up Competitor.

## 6. DRESS CODE

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### 6.1 Club Jerseys

- (a) Subject to clause 6.1(b) below, Competitors must wear on match day in the E-League the home Hyundai A-League or Westfield W-League jersey (or other Club kit, subject to FFA approval) of the Club for which they are competing.
- (b) Competitors may, in the alternative, wear an FFA approved Club E-League specific kit on match day in the E-League.
- (c) Other attire (such as trousers and footwear) must be appropriate for competing in the E-League and of an appearance reasonably expected for professional gamers and to be broadcast on television. All Competitor attire must otherwise comply with these Rules, as determined by FFA.
- (d) FFA may also require Competitors to wear attire associated with the Club which they represent and/or the E-League when conducting promotions of the E-League.
- (e) Any Competitor who qualifies to compete in the EA Global Series Playoffs or any other competition or event (**Higher Competition**) due to their result in the E-League (eg by winning his or her Division at the E-League Final Live Event) must wear his or her Club kit at all times when competing in such Higher Competitions, subject to any restrictions imposed by the competition administrator of such Higher Competitions or any other third party obligations the Competitor has which existed prior to the commencement of the E-League Season 2019.

### 6.2 Club E-League jersey approval

- (a) Clubs must submit any Club E-League Jersey to FFA's Licensing Department for approval.
- (b) The Club must submit:
  - (i) rough artwork, layout, copy and storyboards;
  - (ii) finished artwork and proofs;
  - (iii) pre-production samples; and
  - (iv) any use of the FFA Brand including in related advertising, marketing and promotional materials.

- (c) FFA will use reasonable efforts to notify the Club in writing of its approval or disapproval within seven (7) business days of receipt of such artwork or sample.
- (d) If FFA has not notified the Club of its approval or disapproval within this period, the items will be deemed disapproved and the Club must not progress to the next stage of development or manufacture.

### 6.3 Restrictions

Competitors and Club Officials must not wear, carry or bear on match day or at any appearance for, or promotion of, the E-League any material that in FFA's sole and absolute opinion:

- (a) is of a political nature;
- (b) is offensive, obscene, insulting or provocative;
- (c) reflects unfavourably upon FFA, its commercial partners, or the E-League; or
- (d) advertises or promotes:
  - (i) gambling or gambling websites;
  - (ii) alcohol, tobacco, and/or non-"over-the-counter" drugs;
  - (iii) FIFA Ultimate Team Coin promoting or selling websites or companies;
  - (iv) firearms or any type of weapons;
  - (v) pornographic or adult material; and
  - (vi) any competitor of a protected broadcaster, sponsor or supplier as advised by FFA from time to time.

## 7. CONDUCT OF PARTICIPANTS

### 7.1 Conduct

- (a) All Participants must comply with the E-League Code of Conduct set out in Schedule 1.
- (b) Competitors must also:
  - (i) at all times play matches in the E-League to the best of his or her ability;
  - (ii) punctually attend all E-League matches and, if required to do so by either FFA or the Club, functions of FFA or the Club;
  - (iii) comply with all reasonable directions of FFA and/or the Club which they represent in relation to transport, security, behaviour and dress when making any public appearance on behalf of the E-League or Club (as applicable);
  - (iv) at all times uphold professional standards during and outside of E-League competition; and
  - (v) respect and comply with not only the letter, but the spirit of these Rules.

- (c) Competitors must not enter into any contract that would affect his or her ability to perform his or her obligations to compete in the E-League, including any obligations under these Rules.
- (d) Any Competitor who represents the E-League in any Higher Competition must at all times adhere to the E-League Code of Conduct and represent the E-League in a professional manner that enhances the reputation of the E-League, FFA and the Clubs.

## 7.2 Sanctions

- (a) FFA may issue sanctions to Participants for any infringement of these Rules, including but not limited to any breach of the E-League Code of Conduct, provided that it has given the party alleged to have infringed these Rules:
  - (i) reasonable details of the alleged infringement;
  - (ii) notice of possible sanctions; and
  - (iii) the opportunity to be heard in relation to the issues of infringement and sanction.
- (b) A decision by FFA to issue a sanction is made in FFA's sole and absolute discretion. Subject to clause 7.2(a), any such decision is final and binding and there is no right to a hearing, review or appeal in relation to such decision.
- (c) The types of sanctions FFA may issue to Participants include the following:
  - (i) warning;
  - (ii) reprimand;
  - (iii) forfeiture of a match or matches;
  - (iv) suspension;
  - (v) loss of E-League competition points;
  - (vi) loss of awards (including winner status, prize money and paid travel expenses); and
  - (vii) ban from competing in future E-League competitions.
- (d) FFA may publicly announce any sanctions that have been imposed on Competitors.
- (e) For the avoidance of doubt, nothing in these Rules limits the application of FFA Statutes to a Club or Club Official.

## 8. COMMERCIAL

### 8.1 Ownership of Commercial Rights

- (a) Each Participant acknowledges that, subject to these Rules and the rights of FFA's third party licensors (including EA):

- (i) all commercial rights in respect of the E-League, including all advertising, broadcasting, hospitality, image, media, digital, statistical, licensing and merchandise, promotional, signage and sponsorship rights (Commercial Rights) whether currently existing or created in the future will be exclusively and solely owned and controlled by FFA;
  - (ii) they must fully co-operate with FFA and E-League partners, being the official broadcasters, sponsors and suppliers appointed by FFA in respect of the E-League and notified to Clubs from time to time (E-League **Partners**) and licensees in the exploitation and activation of Commercial Rights;
  - (iii) FFA is the exclusive owner of all current and future intellectual property rights in the E-League; and
  - (iv) any use of any E-League intellectual property rights requires FFA's prior written consent, such consent to be granted or withheld in FFA's sole and absolute discretion.
- (b) Commercial partners of Clubs and/or Competitors must not associate themselves with, or hold themselves out as a sponsor of, the E-League unless authorised in writing by FFA.
  - (c) Participants must not associate themselves with the FIFA 19 Global Series and/or EA in any commercial manner, nor use any intellectual property rights of EA, nor permit any third parties to do so, unless authorised by EA or otherwise provided in these Rules.

## 8.2 E-League Naming Rights Partner Recognition

Each Club must:

- (a) use the full official title including any naming rights partner (to be advised by FFA) when referring to the E-League in official communications;
- (b) feature the full E-League logo (including any naming rights partner logo component, as advised by FFA) on all Club collateral that relates to the E-League; and
- (c) obtain the FFA Sponsorship Department's prior approval before the production of its Club collateral to ensure that the full E-League logo is accurately reproduced.

## 8.3 Media Rights

FFA has the sole and exclusive right to exploit any and all media rights in relation to the E-League. No Participant or any third party may to any extent whatsoever exploit any media rights or parts thereof in relation to the E-League, without FFA's prior written approval in its sole and absolute discretion. Notwithstanding this, FFA may require Participants to promote links to the licensed coverage of the E-League.

## 8.4 Image Rights

FFA and the E-League Partners have the right to use in or on any medium the records, names and images of each Participant, including still photographs, audio and audio/visual images which may be generated from the Participant's participation in the E-League provided that such use will not reasonably be considered to constitute a personal endorsement by the Participant of any product or service.

#### 8.5 **Appearances**

Competitors may be required to make appearances to promote the conduct of the E-League and/or E-League Partners. FFA will provide reasonable notice of any such requirement and will cover the costs, if any, as reasonably determined by FFA to be associated with the appearance.

#### 8.6 **E-League Partner Entitlements**

FFA may issue rules and regulations regarding the provision of E-League Partner entitlements and Clubs and Competitors must comply with such rules and regulations as amended from time to time by FFA. By way of example, Competitors and Clubs may be required to promote the association of E-League Partners' sponsorship of the E-League, including by way of social media posts.

#### 8.7 **Club and Competitor Sponsor Agreements**

- (a) A Club or Competitor must not enter into an agreement with a sponsor or supplier that competes with the respective businesses, products or services within the exclusive category granted to a Hyundai A-League partner or E-League Partner by FFA.
- (b) A Club or Competitor must provide FFA with a copy of all sponsor agreements for approval prior to execution.
- (c) A Club or Competitor must not permit its sponsors or suppliers to:
  - (i) in any way represent themselves as a partner of FFA, the Hyundai A-League or the E-League; or
  - (ii) use the Hyundai A-League or E-League brands or logos.

#### 8.8 **Sponsor Branding on E-League Jersey**

Subject to these Rules, a Club may display sponsor branding on its E-League jersey to be worn by Competitors in the E-League. For the avoidance of doubt, all E-League Club sponsorships are subject to FFA approval.

#### 8.9 **Betting Operators**

A Participant must not enter into an agreement in relation to the E-League with a betting operator or any other body who offers betting or gambling related products or services.

#### 8.10 **Ambush Marketing**

- (a) Each Participant acknowledges that the commercial value of the E-League (and the value of any commercial rights to the E-League) may be substantially diminished by ambush marketing.



- (b) Each Participant must ensure that no person or entity (incorporated or otherwise), including any third party contracted to a Competitor or Club, associates their name, brand, product or service with the E-League, including the E-League logo, through advertising, marketing, promotional activities and/or any other means which might give rise to an association between that person or entity and the E-League without FFA's prior written approval in its sole and absolute discretion.
- (c) Following written notification by FFA of any ambush marketing activity or any further violation by any Participant, or any third party contracted to Competitor or Club, each Participant will ensure, and take all measures required by FFA to ensure, that the relevant party immediately ceases and desists from such activity and that such Participant or third party provides FFA with written undertakings agreeing to immediately cease and desist from, and in the future to refrain from, any ambush marketing activity or further violation of these Rules. This provision also applies when the ambush marketing activity is conducted by the Participant or contracted third party itself or by any of its affiliated or group companies.
- (d) All Participants must immediately notify FFA, in writing, of any ambush marketing that they become aware of.

#### 8.11 Use of E-League logo

- (a) Subject to clause 8.11(b), each Participant must not use, nor permit any third party to use, the E-League logo other than with FFA's prior written approval (such approval to be granted or withheld in FFA's sole and absolute discretion), on such terms as specified by FFA. For the avoidance of doubt, this includes third party Club kit suppliers seeking to produce Club merchandise bearing the E-League logo for commercial or retail purposes.
- (b) FFA grants each Club a non-exclusive royalty free licence to use the E-League logo online and in promotional materials (excluding apparel or merchandise) produced by or on behalf of the Club in relation to its participation in the E-League, provided that such use is:
  - (i) for editorial purposes only and is not used in a commercial context or in association with, or in proximity to, the name and/or logo of any commercial or corporate entity, which might give rise to an association between those entities and the E-League without FFA's prior written approval (in its sole and absolute discretion); and
  - (ii) in accordance with these Rules and any E-League brand guidelines provided by FFA from time to time.

## 9. TRAVEL

- (a) FFA will provide return travel and accommodation for Competitors travelling from Adelaide, Brisbane, Perth or Melbourne to Sydney to compete in the E-League Premiership Rounds and the E-League Final Live Event. FFA will be responsible for determining such travel and accommodation arrangements at its sole and

absolute discretion. Competitors who wish to make other travel and accommodation arrangements may do so at their own cost, provided that they give notice to FFA and comply with any directions of FFA in order to fulfil obligations under these Rules. Any Competitor who resides in New South Wales will be responsible for their own travel costs for E-League matches.

- (b) Incidentals for travel including, without limitation: telephone calls, Internet charges, spa/beauty salon services, laundry, tours/excursions, gift shop purchases, hotel processing fees, airline service charges and any other expenses not expressly authorised in advance by FFA or set out in these Rules are the sole responsibility of the Competitor.
- (c) FFA may issue further policies and guidelines in relation to travel and accommodation which Participants must comply with.

## **10. INDEMNITY AND RELEASE**

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### **10.1 Indemnity**

By participating in the E-League, each Participant agrees to indemnify FFA and keep FFA indemnified (including their directors, officers, servants, employees, contractors, agents and volunteers) against all actions, claims, losses, damages and expenses of any nature whatsoever howsoever arising, that FFA may directly or indirectly sustain or incur as a result of that Participant's participation in the E-League, including, but not limited to:

- (a) any loss or damage sustained as a result of any breach of these Rules by the Participant; and
- (b) any loss or damage to any property or injury to, or death of, any person caused by the negligent act or omission or wilful misconduct of the Participant or its directors, officers, employees, agents, contractors, servants, Competitors or volunteers,

except to the extent that such loss, damage or expense is due to any wrongful or negligent act or omission of FFA, including its directors, officers, servants, employees, contractors, agents or volunteers.

### **10.2 Release**

By participating in the E-League, each Participant agrees not to bring any claim or proceeding of any nature whatsoever against FFA or their Club for any damage, loss, injury or liability of any nature whatsoever that the Participant may suffer, incur or sustain in participating in, or being excluded from, the E-League. Except for liability that by law cannot be excluded, FFA excludes all liability of any nature whatsoever to the Participant in tort (including negligence), contract, bailment or otherwise for acts or omissions of FFA or its directors, officers, servants, employees, contractors, agents and volunteers arising out of or in relation to the E-League or otherwise.

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**SCHEDULE 1 – E-LEAGUE CODE OF CONDUCT**

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1. This E-League Code of Conduct aims to promote and strengthen the reputation of the E-League by establishing a standard of performance, behaviour and professionalism for its participants and stakeholders. In addition, it seeks to deter conduct that could impair public confidence in the honest and professional conduct of the E-League or in the integrity and good character of its participants.
2. This Code:
  - (a) forms part of the E-League Competition Rules;
  - (b) applies to the conduct and behaviour of FFA, Competitors, Clubs, Club Officials and Referees in the E-League (**Members**) unless otherwise specified; and
  - (c) continues to apply to Members for a period of six (6) months after the completion of an E-League event and to any conduct which a Member engaged in during an E-League event.

**PARTICIPANT BEHAVIOR**

3. Members must conduct themselves in a professional manner at all times, maintaining an appropriate demeanour to spectators, members of the press, competition administrators (including FFA staff and contracted staff) and to other Members.
4. These requirements apply to both E-League and online gaming, as well as any conduct in public such as on social media and on public live streams.
5. All Members must adhere to these standards of fair play, including when not participating in FFA sanctioned events.
6. Members must not engage in the following conduct:

***Offensive behaviour***

- (a) discriminatory behaviour, including public disparagement of, discrimination against, or vilification of, a person on account of a characteristic specified by any commonwealth or state anti-discrimination laws;
- (b) harassing, threatening, bullying, repeatedly sending unwanted messages or making personal attacks;
- (c) offensive behaviour, including offensive, obscene, provocative or insulting gestures or language;
- (d) hate speech or statements about race, sexual orientation, religion, or heritage;
- (e) provocation or incitement of hatred or violence;
- (f) intimidating or threatening a Referee;

***Corruption and dishonest practices***

- (g) gambling, wagering or betting on the E-League or any football match conducted under the auspices of FFA, including betting on the outcome of matches or any event within a match;

- (h) engaging in collusion (as described below) or corruption, including the making or acceptance of any bribes or agreeing to split prize money;
- (i) fixing of any form (including match fixing and spot fixing);
- (j) intentionally losing a match in the E-League for any reason;
- (k) allowing an opponent to score more or less goals than they normally would in order to impact the goal differential;
- (l) inappropriately disclosing any inside information in relation to the E-League, a Club, any Competitor or any Competitor's game tactics (including the disclosure of such information for a benefit);
- (m) disclosing without authorisation any confidential information provided by FFA or any of its affiliates to any other people or groups of people, including via social media;
- (n) cheating to win a match;

#### ***Interfering with the game***

- (o) using any software or program that damages, interferes with or disrupts any FIFA game or any person's computer or property;
- (p) interfering with or disrupting another Participant's use of the any FIFA game;
- (q) damaging and/or abusing game consoles, controllers, or any competition equipment;
- (r) any action that interferes with play of a game, including but not limited to purposely breaking a game station, interfering with power, and abuse of in-game pausing;
- (s) using exploits, undocumented features, design errors or problems in any FIFA game to win a match;
- (t) engaging in any other activity that significantly disturbs the peaceful, fair and respectful gaming environment of any gaming service;

#### ***Drugs and alcohol***

- (u) using alcohol or drugs on the premises of, or during the attendance of, E-League events for the duration of the event;
- (v) being under the influence of drugs or alcohol while participating in the E-League;
- (w) smoking, including the use of eCigarettes and vaporizers at E-League events;

#### ***Reputation***

- (x) making any statement in public that is disparaging or derogatory towards the E-League, a Referee, another Participant or FFA or any of its representatives;
- (y) violating any law, rule or regulation (including a criminal offence), as determined by FFA in its sole discretion;
- (z) promoting, encouraging, taking part or attempting to take part in any prohibited activity described above; or

- (aa) any conduct which may bring the E-League, FFA, a Club, eSports or the sport of football into disrepute as determined by FFA in its sole discretion.
7. A Member must immediately report to FFA any conduct, or attempted conduct, by a person that would be in breach of clauses 6(g) to (n) (including but not limited to any approaches or contact made by a person in relation to the potential fixing of a match or event, or the offer of a bribe) upon becoming aware of such conduct.

#### **SANCTIONS**

8. FFA may enforce the terms of this Code and invoke the sanctions only if it has given the party alleged to have infringed this Code:
- (a) reasonable details of the alleged infringement;
  - (b) notice of possible sanctions; and
  - (c) the opportunity to be heard in relation to the issues of infringement and sanction.
9. Subject to clause 10 of this Code, FFA has the sole and absolute discretion to investigate an incident and impose any sanction it deems appropriate. Members must abide by the instructions of FFA at all times.
10. The scope and implementation of disciplinary sanctions is as specified in article 21.4 of FFA's Constitution. The imposition of a sanction is immediate or as otherwise notified by FFA, including any expulsion from the E-League.
11. Members are entitled to have their privacy respected and this Code is not intended to apply to private activities engaged in by a Members that are not in the public domain.
12. For the avoidance of doubt, nothing in this E-League Code of Conduct limits the application of any FFA Statutes to a Club or Club Official.